This story is told in second-person POV, as a form of Role play described in Mawhorter’s “Towards a Theory of Choice Poetics”. The intended effect of the daily conflicts and events, is to induce emotional agency such that the player would feel the confusion and loneliness that the dementia-ridden old woman has to live through day by day. Dialogue choices are used in depicting key events that occur (these are denoted in the node titles as DC#) to give the players a better idea on what would be said, reducing the chance of misrepresentation of what the action is intended to do. This is similar to what happens in Mass Effect presented in Sendar Sali’s paper, “Playing with Words.

To allow the players to feel that their choices have an impact on the story, choices that the player makes mostly fall into 2 categories, to build up their character and false choices, which are used to bring the subsequent events into the story. The use of false choices also provides an illusion of choice (similar to Agency of Illusion in the Tanenbaum’s reading). Of which, there are 2 main personalities that the player can adopt, an aggressive old woman who is vicious and often fights back, or a submissive woman who rarely complains and takes abuses. These are stored as facts in the story to keep track on the player’s character-related selections. As per Ah Ma’s personality, if she were to adopt a majority aggressive behaviour, the other characters would interact in a much more aggressive level in retaliation. If she were to adopt a submissive personality, her responses will be demurer and the maid would bully her.

Selections in this story is mostly represented either as verbal dialogue or specific actions. Referencing Sedar Sali’s “Playing with Words”, the reason for this choice is to firstly, create both a sense of attachment by increasing the player’s involvement in the story while maintaining the realism of day-to-day conversation and actions, and secondly, allowing the writer to direct interactions, especially actions.